

FIG. 1

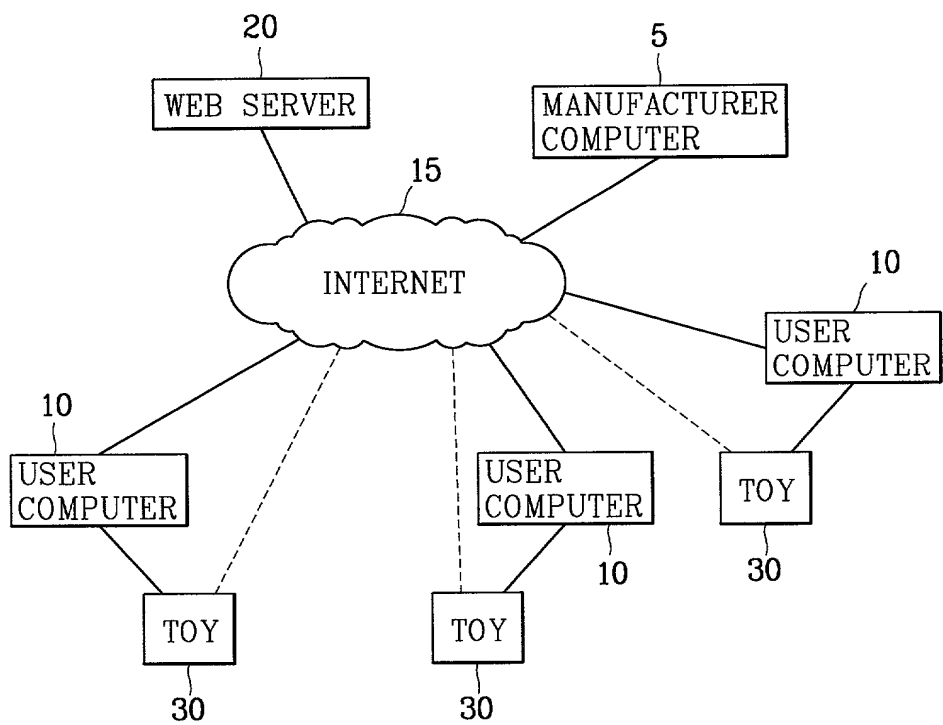


FIG. 2

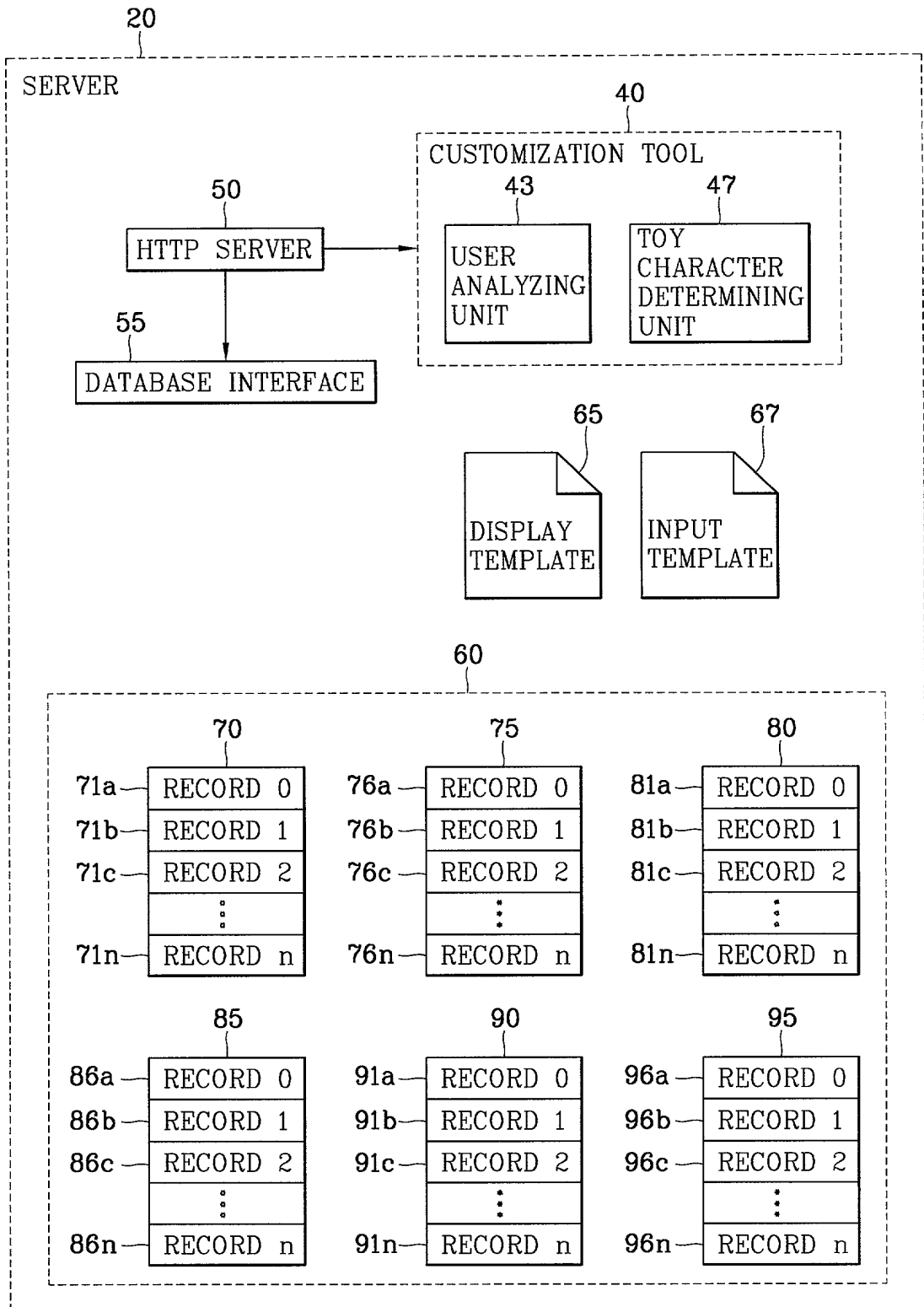


FIG. 3

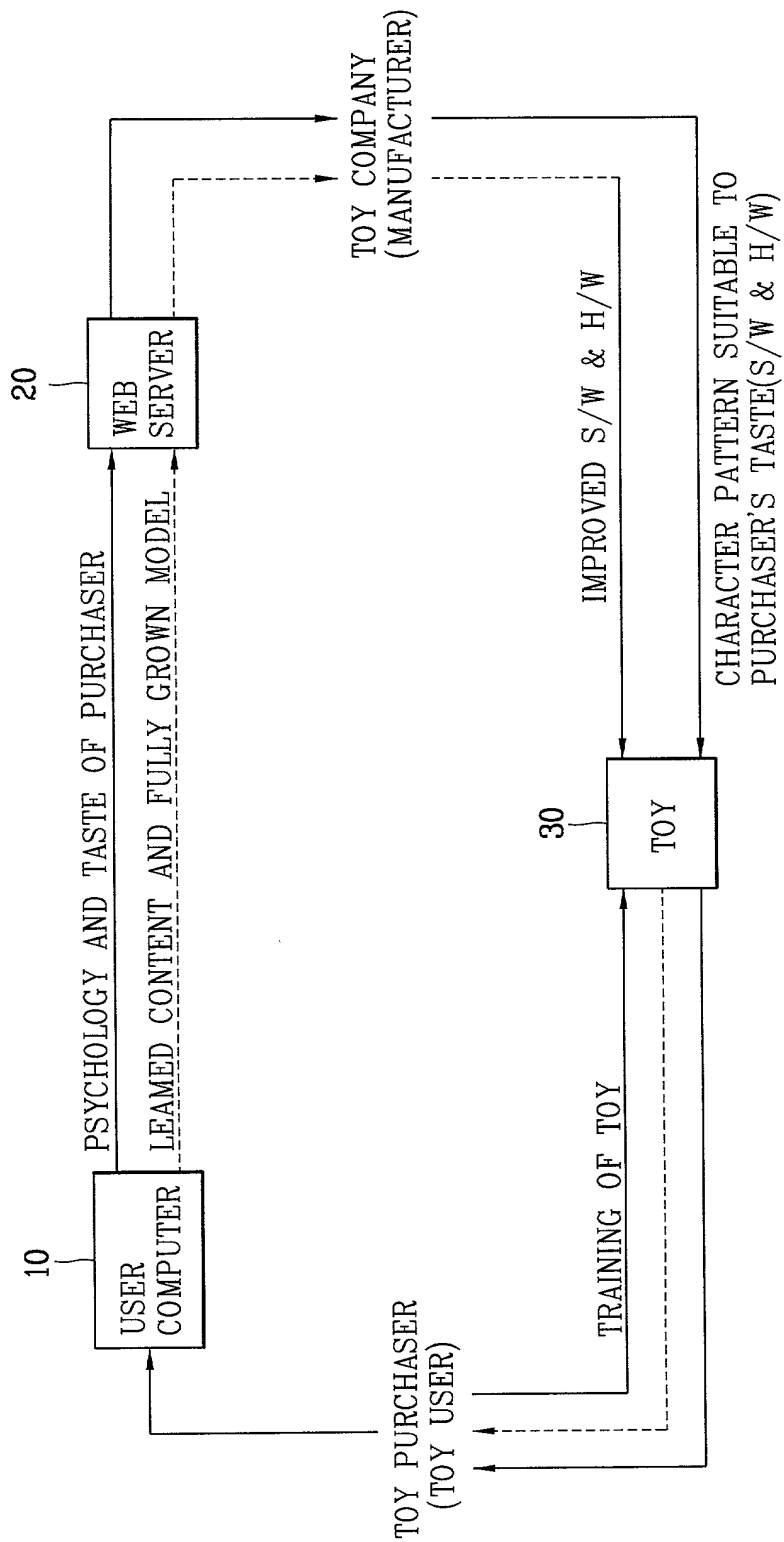


FIG. 4

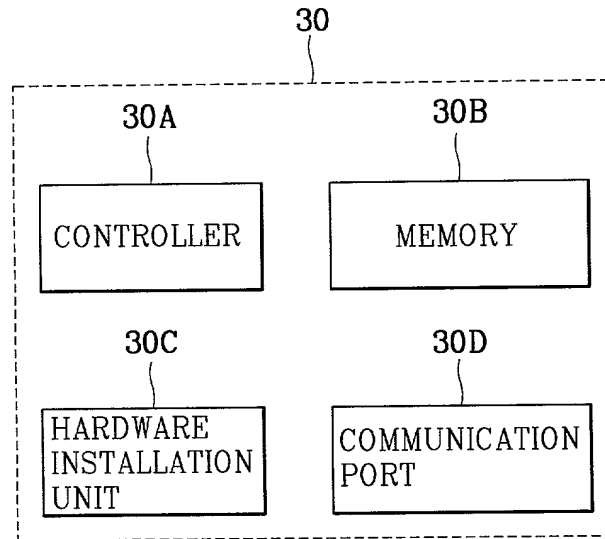


FIG. 5

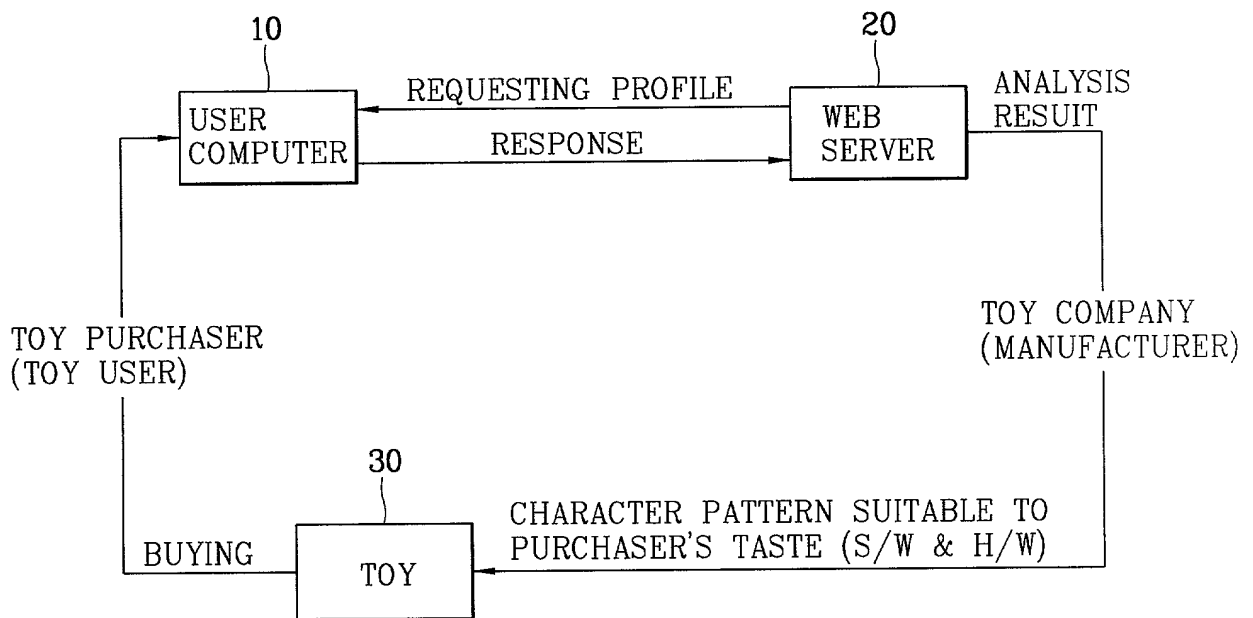


FIG. 6

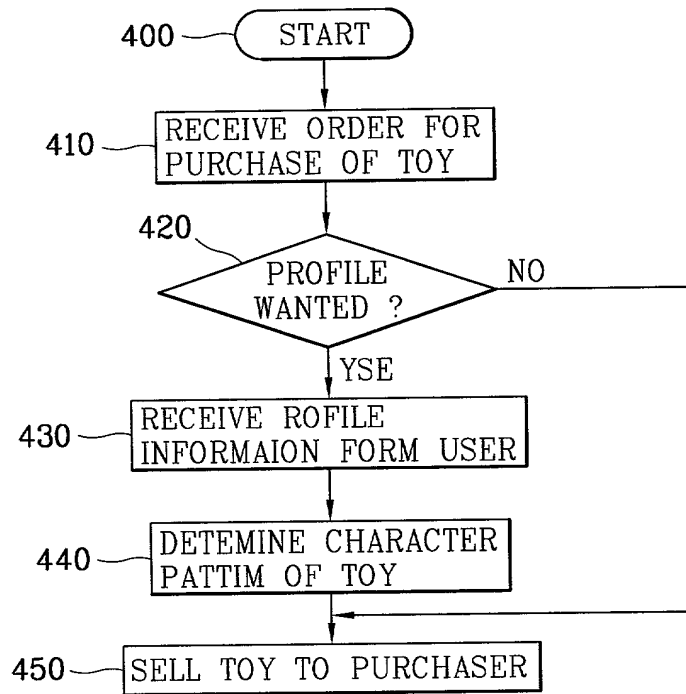


FIG. 7

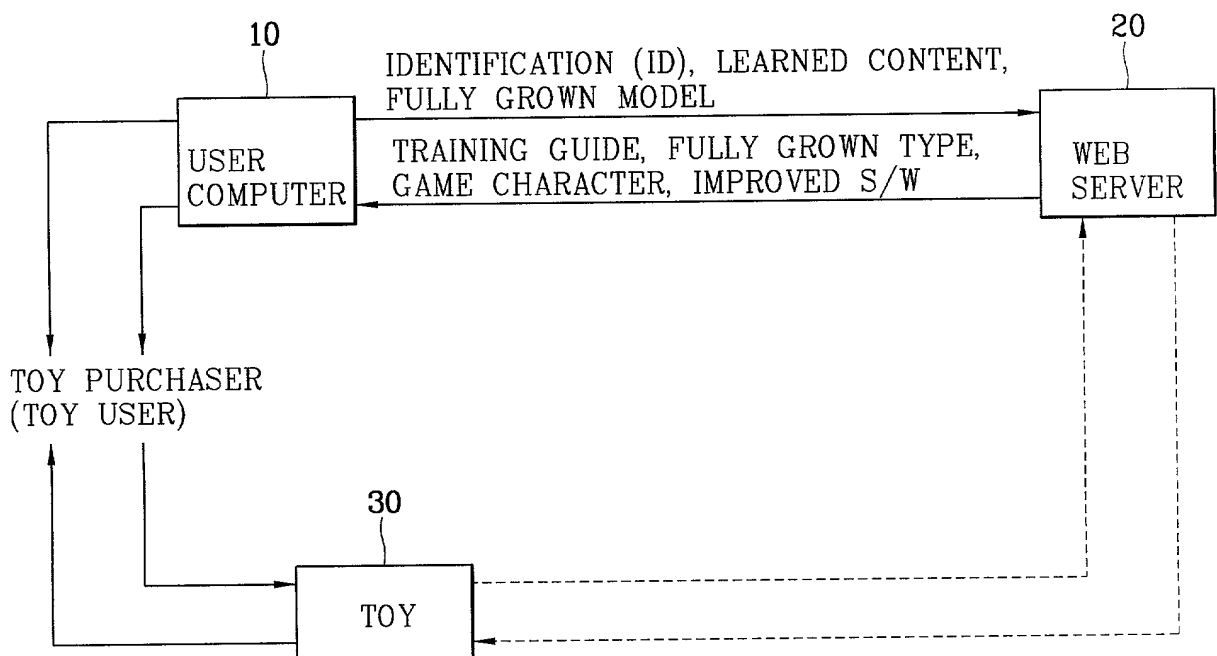


FIG. 8

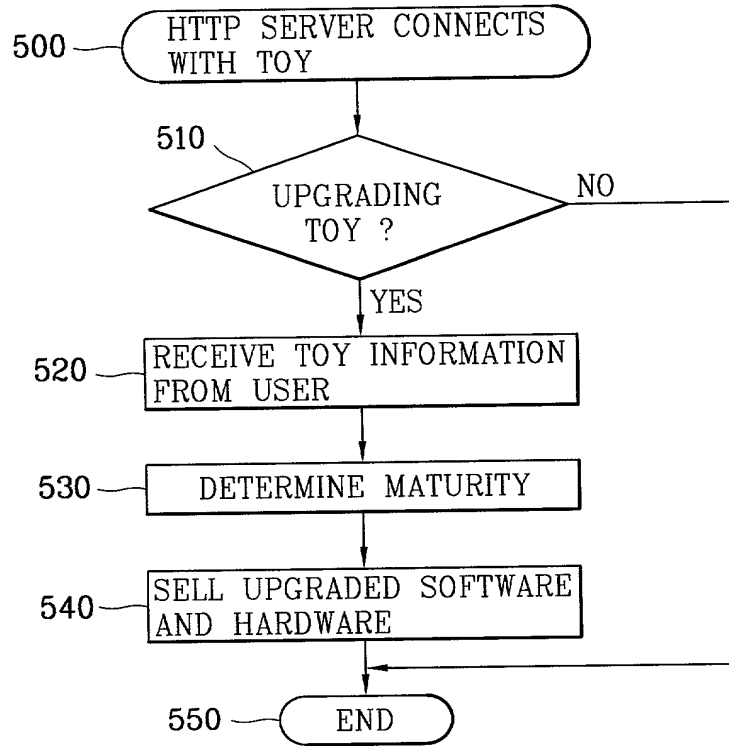


FIG. 9

SEX OF PURCHASER
BLOOD TYPE
DATA OF BIRTH
FAVORITE ANIMAL
FAVORITE FOOD
INQUIRIES FOR TESTING PSYCHOLOGY

FIG. 10

1. WHICH ACTORS AND ACTRESSES OF YOUNGER GENERATIONS DO YOU KNOW OF ?

2. WOULD YOU TAKE A NOVEL MEDICINE, IF ANY ?

3. IF YOU MEETS AN ANIMAL IN MOUNTAIN CLIMBING, WHAT IT WOULD BE ?

4. IF YOU TAKES OUT A BEAD FROM A WRAPPER, WHAT COLOR WOULD IT BE ?

5. IF YOU GOT ONE BILLION WON, WHAT WOULD YOU SPEND THE MONEY ON ?

6. IF YOU DIE TODAY, WHAT THREE THINGS WOULD YOU LIKE TO DO MOST ?

FIG. 11

CHARACTER PATTERN	INTERESTED FIELD OF TOY	SOFTWARE CHARACTERISTICS OF CONTROLLER OF TOY
TALENTED TYPE	CONVERSATION	VOICE RECOGNITION AND SYNTHESYS
ARTISTIC TYPE	MUSIC	MOTION DATABASE FOR DANCE MOTION
SOCIABLE TYPE	CONTACT	UTILIZING SENSOR
ATHLETIC TYPE	MOTION	WALKING MANNER ALGORITHM DATABASE

FIG. 12

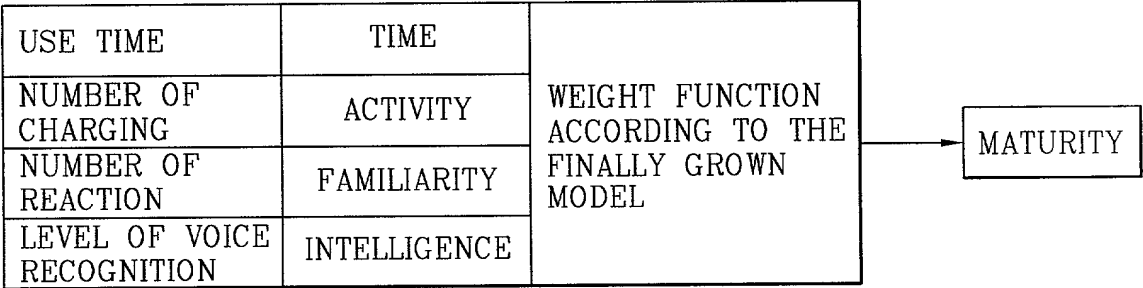
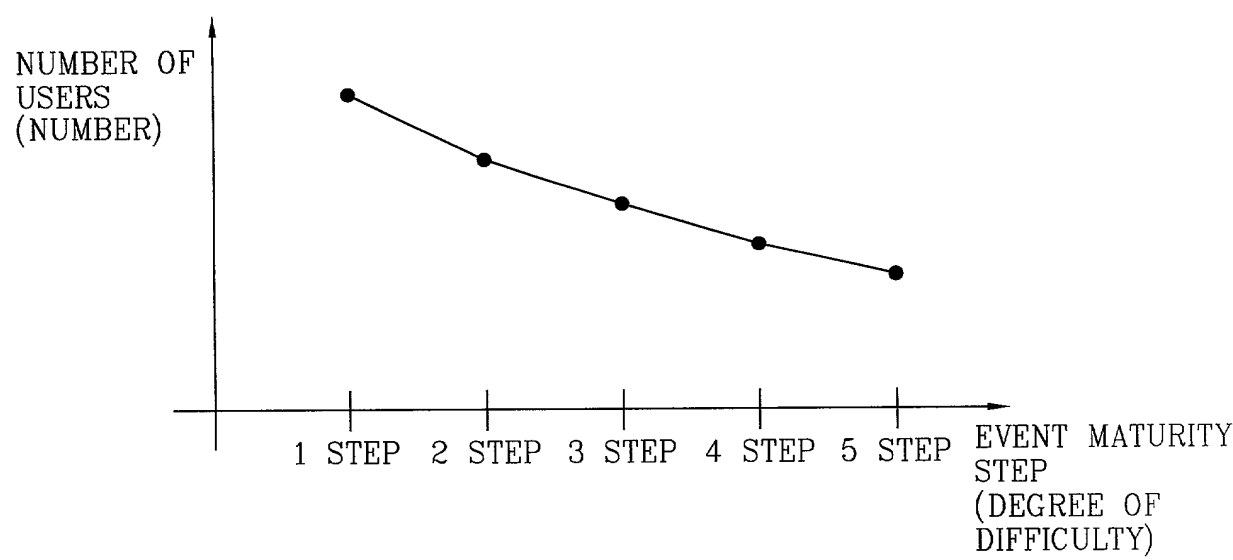


FIG. 13

	FIRST STEP	SECOND STEP	THIRD STEP	FOURTH STEP	EVENT PARTICIPATION -STEP
TALENTED	VOICE RECOGNITION	MANAGING SCHEDULE	DYNAMIC CHATTING	SYNCHRONIZATION TO GAME	
EDUCATIONAL	MOTION PATTERN	PC PACK	ENGLISH VERSION		
ARTISTIC	PLAYING INSTRUMENT	MP3 REPRODUCTION	DANCE ALGORITHM		DANCE CONTEST
SOCIABLE	HAIR	TODDLING 1	VOICE FILE (ENTERTAINERS)	TODDLING 2	PET CONTEST
ATHELETIC	PACE ALGORITHM	LEG 1	PROGRAMMED PATH BY PC	LEG 2	RACE CONTEST
SECURITY	VOICE RECOGNITION		BATTLE WALKING	WEB CAMERA	
BATTLE	VOICE RECOGNITION	SWORD ARMOR		GUN WING	CYBER BATTLE ROUND
USER	ADOPTING A SOFTWARE DEVELOPED BY A BUFF				

FIG. 14



FOR 90-959860

FIG. 15

